

City of Cologne
COUNCIL AGENDA

*** 7:00 P.M. Tuesday, February 21, 2012**
Cologne Community Center, 1211 Village Parkway
• **Conference Room**

MAYOR: BERNIE SHAMBOUR
COUNCILMEMBER: DONALD MEYER *COUNCILMEMBER: JILL SKAALAND*
COUNCILMEMBER: SCOTT WILLIAMS *COUNCILMEMBER: MATT LEIN*

NOTE: TO ENSURE THAT YOU ARE PRESENT FOR ITEMS OF INTEREST, PLEASE ARRIVE AT 7:00 P.M.

Council Meeting

- 7:00 P.M.**
- 1. CALL MEETING TO ORDER & ROLL CALL**
 - 2. ADOPT AGENDA**
 - 3. ADOPT CONSENT AGENDA**

ITEMS LISTED BELOW ARE CONSIDERED ROUTINE AND NON-CONTROVERSIAL BY THE COUNCIL. THERE WILL BE NO SEPARATE DISCUSSION OF THESE ITEMS UNLESS REQUESTED BY A COUNCIL MEMBER, STAFF OR CITIZEN. IF REMOVED, THE ITEM WILL BE DISCUSSED AT THE END OF THE REGULAR AGENDA.

- a) February 6, 2012 Council Meeting Minutes (TBP)
 - b) February 21, 2012 Expenditures
 - c) Feb 7th – Feb 17th , 2012 Hand Checks, Payroll
- 4. VISITOR'S PRESENTATIONS, PETITIONS AND CORRESPONDENCE**
 - a) Leo Lions Youth Club – Anna Wickenhauser
- 5. COUNCIL BUSINESS**
 - a) DNR Grant – Fishing Dock on Benton Lake (discussion)
- 6. BOARD REPORTS**
- 7. ANNOUNCEMENTS**
 - a) MNDOT Open House Hwy 212/284/CR 53
Wednesday, Feb 22, 5:30-7 P.M. CCC

b) ITEMS REMOVED FROM THE CONSENT AGENDA

c) ADJOURN

Vision Statement

The City of Cologne is a vibrant small town that respects its heritage, embraces its future and offers a high quality of life for all who live, work and visit our community.

The City allocates and manages appropriate resources, plans and promotes desired change and communicates openly with its residents and community stakeholders. Elected officials and appointed staff provide effective leadership and efficient services to support the lifecycle housing, public safety, recreational, employment and community-gathering needs of Cologne residents, city employees, businesses, retail customers and civic organizations. All of this is done with the care and diligence of a small-town heart.

REQUESTED ATTENDANCE

City Attorney

City Engineer

City Planner